

Mrs. Munro

Ada Wood
28c

CAMERA SCRIPT
BBC-1

Project no.: 2315/8146

"DOCTOR WHO"

TX1966

Serial Y

Episode Four: THE FINAL TEST

by
Brian Hayles

Producer	INNES LLOYD
Director	BILL SELLARS
P.A.	N. LIDJARD-WHITE
A.F.M.	ELISABETH DUNBAR
Assistant	BERRY COATIS
Designer	JOHN WOOD
Story Editor	GERRY DAVIS
Makeup Supervisor	SONIA MARKHAM
Costume Supervisor	DAPHNE DARE
TM(1)	FRANK GRESSWELL
TM(2)	TERRY WILD
Sound Supervisor	ALAN FOGG
Grams Operator	LAURIE TAYLOR
Vision Mixer	JOHN LOPES
Floor Assistant	ERNEST SKINNER
CREW	9

TX 66

CAMERA REHEARSALS:

Friday, 8th April 1966

Studio One, Riverside

10.30 am - 1.00 pm	Camera rehearsal (with TK-25)
1.00 pm - 2.00 pm	LUNCH
2.00 pm - 7.00 pm	Camera rehearsal (with TK-25)
	3.30 pm - 4.00 pm TFA
7.00 pm - 8.00 pm	DINNER
8.00 pm - 8.30 pm	Line-up
8.30 pm - 9.45 pm	RECORDING to VT/4T/32134

TRANSMISSION: Saturday, 23rd April 1966

BUC
THIS IS THE ARCHIVAL COPY
WHICH MUST BE RETURNED TO
DRAMA SCRIPT LIBRARY
250 WESTERN AVENUE

CAST

Steven	PETER PURVES
Dodo	JACKIE LANE
Cyril	PETER STEPHENS
Toymaker	MICHAEL GOUGH
Dr. Who	WILLIAM HARTNELL

SETS

Toymaker's Private Office
The Game Room
Outside the Tardis
Inside the Tardis

PAGE	SCENE	CHARACTERS	TIME	CAMS/BOOMS	SHOTS
1	TK Opening Titles				
2	T/C 'R' last 20" ep.3				
2/3/4	TOYMAKER'S OFFICE			1A.	1
5	2. END OF THE <u>PASSAGE WAY</u>	Steven Dodo Cyril	Day	3B.5.2A.	2 - 5
6	3. INT. TOYMAKER'S <u>PRIVATE OFFICE</u>	Toymaker Dr. Who's Hand	Day	4B.B1.1A/B.	6 - 11
	T/C 'S' Insert				
RECORDING BREAK					
7	4. INT. THE GAME	Cyril Dodo Steven	Day	3C.A2.1C.4C. B2.C1.	12 - 38
9	5. INT. TOYMAKER'S <u>PRIVATE OFFICE</u>		Day		
	T/C 'T' - Sequence	Toymaker Dr. Who's hand			
10	6. INT. THE GAME	Dodo Cyril Steven Toymaker	Day	3D/C.C1.1D/C. 4D.2A.	39 - 47
12	7. INT. THE TOY- MAKER'S PRIVATE <u>OFFICE</u>	Dr. Who's Hand Toymaker	Day	5.1A.B1.	48 - 51a
	T/C 'U' - Insert				
	T/C 'V' - Insert				
13	8. THE GAME	Steven Cyril Dodo	Day	1E/D.C1.4D. B2.2A.	52 -67
RECORDING BREAK					
15	"	"	"		68 - 76

EPISODE FOUR

2/

PAGE	SCENE	CHARACTERS	TIME	CAMS/BOOMS	SHOTS
16	9. INT. THE TOYMAKER'S PRIVATE OFFICE	Dr. Who's Hand Toymaker Dr. Who (in person)	Day	4B.B1.3E.1A.	77 - 79A
R E C O R D I N G B R E A K					
17	10. INT. OUTSIDE THE TARDIS	Dodo Steven Dr. Who Toymaker	Day	3F/G.A3.B3. 1F/G.4E.	80 - 94
24	11. INT. TARDIS	Steven Dodo Dr. Who	Day	2C.C2.4F.	95 - 101a
27	12. EXT. TARDIS	Dr. Who Toymaker	Day	3G.A3 or B3	102 -
28	13. INT. TARDIS	Steven Dr. Who Toymaker (On scanner)	Day	2C.C1.4F.	103 - 104
29	14. EXT. TARDIS	Toymaker	Day	3F.A3/B3.1F.	105 - 106
29	15. INT. TARDIS	Dodo Steven Dr. Who	Day		107
29	EXT. TARDIS	Toymaker			108 - 110
30	INT. TARDIS	Dr. Who			111/2
	TELECINE SEQUENCE 'W'	Dodo			
	COSMOS CAPTION	Steven			113
30	15. INT. TARDIS	"			114 - 120
	CLOSING CREDITS:				

SL

"DOCTOR WHO AND THE CELESTIAL TOYMAKER"

EPISODE 4: "The Final Test"

by

Brian Hayles

F.l. T/K Opening titles

FADE OUT

TELECINE SEQUENCE 'R'

(last 20" ep.3)

13. END OF PASSAGE

CYRIL: If I eat anymore I'll be
sick I expect. (TO STEVEN)
You're my hero, you know. I want
to grow up just like you.

STEVEN: When you grow up?

CYRIL: Yes.

STEVEN: You look pretty grown up
already to me!

DODO: Steven - the Doctor's
reached move 902.

STEVEN: We'd better hurry.
Where's the game we have to play.

CYRIL: Right over here. You
won't have such an easy time of it for
your next game. You're going to be
playing against me!

THE TOYMAKER'S OFFICE

1. 1 A
High MCU Top of
trilogic table.
s/impose caption "The Final Test"
" " "by Brian Hayles"

MUSIC CUE 45

(on to page 5)

2. THE GAME ROOM

2. 5 _____/
High wide shot of set

3. 3 B _____/
3-S. CYRIL/STEVEN/
DODO with set in bgd.

CYRIL: That's the game.

STEVEN: What do we have to do?

CYRIL: Here's the dice. When it's your turn to move, throw it and the number will show on the indicator. Then move forward the same number of triangles. The first one to reach triangle 14 is the winner.

4. 2 A _____/
CU Indicator

CYRIL: See? All very easy isn't it.

5. 3 B _____/
3-S. a/b

STEVEN: Too easy - what's the catch.

CYRIL: No catch. First home is the winner.

STEVEN: That gives us a 2 - 1 chance over you.

CYRIL: Why so it does. But there it is. We all jump from one space to another and the one who gets to the end first wins.

STEVEN: Why jump?

CYRIL: You can walk if you like, but I shouldn't if I were you.

STEVEN: Why not?

CYRIL: After triangle 4 all the area between the spaces is electrified and you'll be killed.

TRACK IN to
CU CYRIL

MUSIC CUE 46

(5 on 3)

4B.B1.1A/B.3. INT. TOYMAKERS PRIVATE OFFICE.(THE TOYMAKER IS
WATCHING THE
SCANNER.6. 4 B
MS TOYMAKER & ScannerTHE DOCTOR IS
STILL INVISIBLE
EXCEPT FOR HIS
HAND WHICH PLAYS
THE TRILOGIC GAME)6a. 2 A
MS Indicator on
scannerTOYMAKER: I don't think your
friends will do so well now,
doctor. Cyril hates to lose -
so he makes sure he never does. /7. 1 A
CU Tally recorder(WE SEE THE DOCTOR'S
HAND HESITATE.THE TALLY-RECORDER
SHOWS THAT HE HAS
REACHED MOVE 905.ON POINT 'A' ARE
COUNTERS 41; ON 'B'
ARE COUNTERS 7652
AND ON 'C' ARE
COUNTERS 0983)8. 4 B
MCU TOYMAKER.
PAN him R.Don't stop playing, you are so
near the end/- soon we'll
discover whether or not you've
got the sequence right.TELECINE SEQUENCE 'S'(THE DOCTOR'S HAND
MOVES COUNTER 1 ONTO
2; THEN 3 ONTO 4;
FOLLOWED BY 5 ONTO 8)/1 to BI think you need help. (CHANGE
OF PITCH) Go from move nine
hundred and thirty. (cont...)

(4 next)

THE PIECES CHANGE OF THEIR OWN VOLITION - ON 'A' ARE COUNTERS 61: ON 'B' ARE 72: ON 'C' ARE 098543.

END TELECINE 'S'

THE DOCTOR'S HAND MOVES 1 ONTO 2 AND THEN 3 ONTO 6)

9. 4 B
TOYMAKER a/b TOYMAKER: At this rate you'll finish long before Steven and Dodo reach the Tardis. I must say it will be nice having you here. Your two friends will make charming dolls. Their chairs are all ready and waiting.

10. 1 B (thru window)
MS. Two chairs with name plates
MIX: (THE TOYMAKER INDICATES TWO CHAIRS WITH TWO VERY NEW-LOOKING NAMES - DODO & STEVEN)

11. 5
M.2-S. DODO/4. INT. THE GAME
STEVEN Zoom out
1 to C
3 to C
4 to C
B to 2
A to 2
MUSIC CUE 48
3C.A2.1C.4C.B2.C1.

BREAK RECORDING

CYRIL: All ready? You know what to do.

12. 4 C
MCU CYRIL
DODO & STEVEN: Yes.

13. 3 C
M.2-S. STEVEN/
DODO
CYRIL: Right ho then - Ladies first. (HE BOWS TO DODO). (STEVEN REACTS WITH DISTASTE AT THESE EXCESSIVE MANNERS)

14. 1 C
MS DODO HOLD her to (1)
15. 2 A
MCU Indicator
(DODO GETS A 3. SHE IS NERVOUS ABOUT JUMPING - TOTTERS/A BIT UNSTEADILY ON TRIANGLE NO: 2, BUT MAKES IT TO 4).

16. 1 C
MS DODO HOLD her R. to (4)
Find STEVEN R.
CYRIL: (TO STEVEN) You next.
(STEVEN LOOKS AT HIM SUSPICIOUSLY)

17. 3 C
3-S. CYRIL/DODO/
STEVEN
STEVEN: You're just too good to be true you are.

18. 1 C
MS STEVEN HOLD him to (1)
(CYRIL GIVES A BLAND SMILE. STEVEN GETS A 4/ HE HOPS ANDS).

19. 2 A
MCU Indicator

20. 1 C
MS STEVEN HOLD him to (5). FIND DODO L. of frame

(2 next)

(AS STEVEN LANDS ON EACH TRIANGLE NO: 5)

21. 2 A IS "MOVE FORWARD TWO PACES") BUZZER
Indicator

22. 1 C STEVEN (TO CYRIL): It says "Move
MS CYRIL forward two paces". Do I?/

23. 4 C CYRIL: Lucky chap. Yes, go on to 7.
(STEVEN MOVES TWO PACES FORWARD.)
MS STEVEN HOLD him One thing I didn't tell you by the
to (7). DODO in L. way. When one player lands on an
of frame. occupied triangle. The first
player has to go back to the
starting post./

24. 1 C MCU CYRIL

25. 4 C STEVEN: Now I see why he let us go
2-S. STEVEN/DODO first. Well - go on then. Don't
keep us in suspense.

26. 1 C MS CYRIL HOLD him (CYRIL MOVES TO NO: 3)
to (1) End 3-S.
with STEVEN/DODO

27. 2 A DODO: My turn - I think I'm going
MCU Indicator to enjoy this game.
(CYRIL SMILES TO HIMSELF)
(DODO THROWS ANOTHER 3/- REALIZES
WHERE SHE IS GOING TO LAND.
STEVEN'S TRIANGLE - AND REALIZES).

28. 1 C 3-S. HOLD him to
(3) RETAIN 3-S.

29. 2 A Oh, Steven, I'm sorry - do I have
Indicator to send you back to the start?

30. 4 C STEVEN: Surely we can't send each
M.2-S. DODO/STEVEN other home? We're playing together./
HOLD her to (7)

31. 2 A CYRIL: Those are the rules. You'll
MCU CYRIL never win if you don't follow them.

32. 4 C DODO: (JUMPING ON TO STEVEN'S SQUARE)
2-S. DODO/STEVEN He's right Steven - we must play
HOLD STEVEN to (4) fair, we are two to one.

33. 1 C STEVEN: (Ungraciously) All right -
MS CYRIL. STEVEN to but watch him!/
2-S. HOLD him to (1) (HE RETURN TO START, JUMPS BACK
ON TO THE START PL TFORM. IT
LIGHTS UP TO REVEAL THE WORDS -
"MISSA TURN")

34. 2 A BUZZER
Indicator

35. 3 C What's that mean?/
Deep 2-S. CYRIL/DODO

CYRIL: (TO DODO): He's pretending
he doesn't know how to play.
Wizard sense of humour.
(TO STEVEN): You miss your next
turn./

36. 1 C
Deep 3-S. STEVEN/
DODO/CYRIL

CYRIL (BLANDLY): It's all part of the game. My turn now.

37. 2 A (HE THROWS A THREE/AS THE OTHER
Indicator TWO LOOK AT HIM SUSPICIOUSLY.)

38. 4 C / A three. (TO DODO):
MS CYRIL. I'm still just behind you.
HOLD him to (6) (HE STARTS TO MOVE)
TO 6.

TELECINE SEQUENCE 'T'

3 to D.
1 to D.
4 to D.

5. INT. TOYMAKER'S PRIVATE OFFICE.

(THE TOYMAKER IS SMILING AT CYRIL ON THE SCANNER.

THE DOCTOR'S HAND IS STILL PLAYING THE GAME.

THE TALLY RECORDER IS AT 950.

ON POINT 'A' ARE COUNTERS 65:
ON 'B' ARE 741 AND ON 'C' ARE
09832.

HE MOVES THE ONE ONTO THE TWO,
THEN THE FOUR ONTO THE FIVE,
FOLLOWED BY THE ONE ONTO THE FOUR)

TOYMAKER: Only seventy three moves to go. Cyril seems to have the game nicely in hand. Your friends are tiring, Doctor, I don't think they are going to get your Tardis back.

(THE DOCTOR'S HAND MOVES COUNTER "TWO" ONTO THE "SEVEN" THEN ONE ONTO THE "TWO"). (THEN "THREE" ONTO "FOUR").

.. As you are certainly going to lose I feel that I should be kinder to you.

(HE CLICKS HIS FINGERS)

There, I have given you back your voice. You are no longer under the ban of silence.

(THE DOCTOR DOESN'T SPEAK BUT HIS HAND MOVES THE COUNTER "ONE" ONTO THE "EIGHT" THEN THE "TWO" ONTO THE "THREE" THEN THE "ONE" ONTO THE "TWO" THEN THE "SEVEN" ONTO THE "EIGHT" LEAVING THE CORNER 'B' EMPTY.)

(3 next)

SET TRIANGLE (1)
TO DUPLICATE (11)
FOR TOYMAKER

(THE TALLY RECORDER SHOULD THEN
REGISTER 960)

TOYMAKER: Now you're sulking. Or
have you forgotten how to speak?

(FOR A MOMENT THE HAND HESITATES THEN
WE HEAR THE DOCTOR SPEAK)

DOCTOR WHO: (VOICE ONLY - VERY CALMLY)

Throughout this game you have tried
everything to break my concentration.
It is very unlikely that you will
succeed now.

(THE HAND MOVES THE COUNTER "ONE"
ONTO THE CORNER 'B' WITH FIRM
DELIBERATION).

END TELECINE 'T'

6. INT. THE GAME 3D/C.11.1D/C.4D.2A.

39. 3 D
MS DODO. Let CYRIL LANDS BEHIND HER: WE SEE THE
CYRIL in L. BACK OF HIS HEAD AND SCHOOL CAP.
DODO turns DODO TURNS, SHRIEKS AND NEARLY
FALLS OFF TRIANGLE. HE IS WEARING
A GORILLA MASK).

40. 2 A
CU CYRIL CYRIL (TAKING OFF MASK)

41. 1 D
It's only me - Cyril.

MS STEVEN
HOLD him R. to (STEVEN NOW ON NO: 6 TRIANGLE JUMPS
3-S. on (8) OVER TO JOIN THEM).

2 to B

STEVEN: I told you about those
idiotic jokes. She nearly fell off.

CYRIL (LAUGHING) All in the game old
chap. Now you both go back to the
start.

DODO: That's not fair is it?

CYRIL: He cheated - moved ahead when
it wasn't his turn. Now he must go
back to the start. I've landed on
your square (TO DODO) so back you
both go.

HOLD STEVEN
to (10)

S/IMPOSE:

STEVEN: I've had enough of this.
You make the rules up as you go
along. Come on Dodo we'll go to
the finish line and see if that's the
realTardis.

41a. 2 B
TOYMAKER (STEVEN TURNS/TO MOVE TO THE NEXT
making 2-S. TRIANGLE. THE TOYMAKER APPEARS ON
IT).

(4 next)

MUSIC ?

(41 on 1
41A on 2)

- 11 -

3 to C

TOYMAKER: Don't you like my little game.

STEVEN: No, I don't.

TOYMAKER: What a pity! To give up now after having overcome so many obstacles.

Let DODO in
on 1.

DODO: We're not giving up.

TOYMAKER: Are you sure?

B to 1

STEVEN: I'm just getting to the end of this.

(HE TRIES TO LEAP ON THE NEXT TRIANGLE BUT ENCOUNTERS AN INVISIBLE WALL. HE FALLS BACK ON TO HIS OWN TRIANGLE).

STEVEN: It's no use. There's some sort of invisible barrier.

TOYMAKER: Precisely. A barrier that yields only to those who play fairly - by the rules. Now perhaps you will go back to the starting platform as requested.

FADE OUT 2:

(THE TOYMAKER SMILES: VANISHES)
(STEVEN STARES HIM OUT FOR A MOMENT THEN TURNS BACK)

STEVEN: Come on Dodo.

42. 4 D
2-S. DODO/STEVEN
HOLD them to (8)
Let them go
HOLD CYRIL

STEVEN AND DODO GO BACK TO THE START. CYRIL BRINGS A CATAPULT OUT - TAKES AIM - HITS STEVEN).

1 FAST TO C
2 to A

CYRIL: Hooray! One up for me!
My turn.

(HE MOVES TWO PLACES). /

43. 1 C
MCU STEVEN on (1)

STEVEN (TURNING ROUND) I'm going to see if there's any barrier round his backside.

44. 4 D
MS CYRIL/Indicator

DODO: Better not! Whose turn is it?

45. 1 C
2-S. DODO/STEVEN

STEVEN: Mine. (HE ROLLS THE DICE SHAKER GETS A SIX). / That's better. (HE MOVES THE SIX PLACES). / (TO CYRIL) Do I get a second turn for a six?

4 to C

46. 2 A
Indicator

1 to A

47. 4 C
2-S. STEVEN/CYRIL
STEVEN starts to move

CYRIL: Certainly not.

STEVEN: (DRYLY) I thought not somehow.

(Telecine next)

- 11 -

(47 on 4)

5.3A.B1

7. INT. THE TOYMAKER'S PRIVATE OFFICE.

068. IT

4 to D

HE MOVES THE
1 TO THE 4; THEN
THE 2 TO THE 5;
THEN THE 1 TO THE
3; THEN THE 3 TO
THE 4; HE PUTS
COUNTER 1 ONTO
THE BLANK
SPACE AT 'B' THEN
MOVES THE 2 TO
THE 3; AND PUTS
THE 1 ON THE 3.

HE MOVES THE 5
INTO THE BLANK
SPACE AT 'R',
PUTS THE 1 ON THE
6 AND THEN THE
2 ON THE 5)

END TELECINE 'U'

TOY: KERN: I think they will abide/
by my rules from now on.
(THE DOCTOR DOES NOT SPEAK)
There was no point in giving you back
the power of speech if you are just
going to sit silent./
DOCTOR: (VOICE ONLY) You seem to
say quite enough for both of us.
In any case I'm busy.

49. 1 A
Deep shot over
DOCTOR'S chair to
TOYMAKER.
(HAND ON CHAIR) -

(5 next)

12 -

TOYMAKER: Your friends are not doing very well.

DOCTOR: Your friend Cyril won't do so well when Steven catches up with him.

50. 5
MCU TOYMAKER

1 to E FAST

TOYMAKER: You're going too slowly Doctor (CHANGE OF PITCH) Go from one thousand.

TELECINE SEQUENCE 'V'

(THE PIECES MOVE THEMSELVES SO THAT ON 'A' IS COUNTER 4, ON 'B' IS COUNTER 5 AND ON 'C' ARE COUNTERS 09876321)

51. 5
MCU TOYMAKER
PAN him L. to scanner

TOYMAKER: And look Doctor - your friend Steven has had to miss a turn!

51a. 2 A
Indicator fed to Scanner.

8. THE GAME 1E/D.C1.4D.B2.2A.

(STEVEN IS NEAR THE MIDDLE OF THE GAME: DODO TWO TRIANGLES BEHIND HIM: CYRIL ONLY FOUR FROM THE FINISH LINE. STEVEN'S TRIANGLE READS "MISS A TURN").

52. 4 D
MS STEVEN

STEVEN: Oh no, not another "Miss A turn"!

B to 2
53. 1 E
Deep 2-S. STEVEN/
CYRIL. As STEVEN
turns TRACK in to
him

CYRIL: You haven't a hope of beating me now! Why don't you both give up? I only need a three to win.

54. 4 D
2-S. DODO/STEVEN

STEVEN: (TO DODO) It's up to you now.

(WHILE DODO SPINS HER DICE SHAKER, WE SEE CYRIL BRING OUT A PACKET OF POWDER (DANCE HALL CHALK) AND SPREAD IT OVER MOST OF HIS TRIANGLE. HE TRIES TO PUT HIS FOOT ON IT (STAYING ON THE NON-SLIPPERY PART) AND WE SEE HIS FOOT SLIP OFF THE EDGE.)

55. 2 A
Low shot over CYRIL
Indicator in bgd.

(DODO THROWS A SIX AND MOVES UP TO THE SQUARE BEHIND CYRIL)

56. 4 D
2-S. DODO/STEVEN.
Hold DODO all the
way. Lose STEVEN.
She lands on (10)

DODO: I only need a four to get home.

1 to D

57. 1 D
2-S. DODO/CYRIL

CYRIL: There's my turn first. Too bad isn't it. (HE MAKES A FACE AT HER - THROWS HIS DICE - IT SHOWS A TWO)

58. 2 A
Indicator and
CYRIL

- HOLD him to
(13)
RETAIN Indicator
- (CYRIL MOVES FORWARD TWO PACES.
THE TRIANGLE LIGHTS UP "GO BACK
FOUR PACES". CYRIL LOOKS ROUND
QUICKLY TO SEE IF THEY HAVE
NOTICED : - PRETENDS TO TIE HIS
SHOELACE, COVERING THE WORDS FROM
THE QTH S). /
59. 1 E
2-S. STEVEN/DODO DODO: Steven, look! He has to go
back four paces.
60. 2 A
MCU CYRIL. STEVEN: Now who's trying to cheat! /
ZOOM OUT and hold CYRIL: Give a chap time to tie his
him to (9). shoelace. (HE SULKILY MOVES BACK
LAST DODO BEING VERY CAREFUL TO
LAND IN THE RIGHT PLACE ON THE
SLIPPERY TRIANGLE). /
61. 1 E
3-S. STEVEN/CYRIL/
DODO STEVEN: That's better. Go on Dodo
- you must get a four. /MUSIC CUE 50/
62. 4 D
MCU CYRIL (DODO PREPARES TO PLAY. / CYRIL GIVES
A SHRIEK OF AGONY: DOUBLES UP ON
HIS TRIANGLE CLUTCHING HIS FOOT).
DODO: Do you think he's hurt himself?
STEVEN: It's a trick - keep
moving.
(CYRIL'S SHRIEKS GET WORSE - HE
PULLS HIS SHOE OFF AND HIS SOCK /
APPEARS TO BE SOAKED WITH BLOOD)
63. 1 E
2-S. STEVEN/DODO DODO: But Steven, he's bleeding.
He's hurt his foot. We can't
just leave him.
STEVEN: (SHOUTING) Play!
DODO: (FIRMLY) No. I'm going to
help him.
64. 4 D
MS CYRIL (DODO JUMPS BACK TO CYRIL'S TRIANGLE. /
Let DODO in to 2-S. CYRIL CONTINUES TO SHRIEK HOLDING
HIS FOOT. DODO BENDS TO EXAMINE IT).
DODO: Where does it hurt. We'd better
take your sock off (LOOKS CLOSER)
Why - it's red ink).
CYRIL (SUDDEN CHANGE OF MOOD):
'Course it is. You're so easy to
fool. Now you can go back to the
beginning, and miss a turn for
leaving your triangle. (HE JUMPS
UP IN HIS STOCKINGED FEET). That
makes it my turn again.

(2 next)

(64 on 4)

DODO: Well of all the spiteful things.

CYRIL: Teach you to think you can beat me in a game.

65. 2 A (HE ROLLS HIS DICE/- THROWS A 5)
Indicator

A five - I've won! I'm the winner.

66. 4 D (IN HIS EXCITEMENT HE DOES NOT WAIT/
2-S. CYRIL/DODO BUT HE HIS SHOWS BACK ON BUT RUNS
HOLD CYRIL to (11) OFF IN HIS STOCKINGED FEET
He falls - FORGETTING THE SLIPPERY TRIANGLE.

IN HIS STOCKINGED FEET HE SKIDS
WILDLY - TRIES TO KEEP HIS BALANCE &
FALLS OVER ON TO THE FLOOR. /MUSIC CUE 51.

67. 2 A THERE IS A SHRIEK//A FLASH/AND
MCU DODO INSTEAD OF CYRIL HE SEE A SMALL
CHARLED DOLL LYING ON THE FLOOR).

BREAK RECORDING

SET DOLL

(ALL THE TRIANGLES LIGHT UP AND KEEP
FLASHING ON AND OFF. THE ROOM
DARKENS). /

68. 2 A DODO: (FRIGHTENED) What happened?
CU DOLL on Floor

69. 4 D (STEVEN COMES TO JOIN HER).
MS DODO.
Let STEVEN in from
(8) then HOLD
STEVEN to (11)
STEVEN: I don't know.

(HE PASSES TO CYRIL'S TRIANGLE
(4th FROM THE END) SLIPS A BIT -
RECOVERS HIS BALANCE. HE BENDS
DOWN AND RUNS HIS HAND ALONG THE
SURFACE). /

70. 2 A It's covered with some kind of
MCU STEVEN and slippery powder. He must have put
top of triangle. it on - then forgotten about it.
HOLD his rise Seeve him right. Caught in his
own trap. Come on Dodo - the
game's over! /

71. 4 D DODO (CROSSING BACK TO HER SQUARE
MS DODO PULL BACK 5 FROM THE END) No. We'd better
with her to (10) play it to the end. You heard
end 2-S. with STEVEN what the Toymaker said. I'm sure
I can throw that four. (SHE
CLOSES HER EYES IN CONCENTRATION
TRYING TO WILL THE NUMBER)

STEVEN: Dodo! . . . Look at the
tally. /

72. 3 C (DODO LOOKS OVER AT THE TALLY. THE
MCU ROBOT RECORDER REGISTERS 1014).
with slide

(2 next)

- STEVEN: The Doctor has nearly finished his game. /
73. 2 A
Indicator
- (DODO ROLLS THE DICE - IT SHOWS A FOUR)
74. 4 D
2-S. DODO/STEVEN DODO: We've won Steven.
- /3 to E/
- STEVEN: Quickly, then. I'll support you on this square. /
75. 2 A
MS STEVEN
Let DODO in L.
- /4 to B FAST/
- (DODO JUMPS ON TO HIS SQUARE - SLIPS. STEVEN CATCHES HER).
- Now put your foot here. Jump!
76. 5
L/S Set.
- HOLD them to Tardis
- FADE OUT
- FADE UP
- (DODO PUTS HER FOOT ON THE NON-SCUFFERY PART AND JUMPS TO THE NEXT TRIANGLE. IT GETS PROGRESSIVELY DARKER - THE TRIANGLES FLASH ON AND OFF MORE QUICKLY).
- (STEVEN JUMPS TO JOIN HER. HAND IN HAND THEY JUMP THE REMAINING TRIANGLES TO THE PLATFORM MARKED "HOME". AS THEY REACH IT THE TARDIS APPEARS.)
- 4B.B1.3E.1A.
9. INT. THE TOYMAKER'S PRIVATE OFFICE
- (WE ARE VERY CLOSE ON THE DOCTOR'S HAND AS IT MAKES MOVE 1022. /ON 'A' THERE WERE TWO BUT THE HAND NOW HAS IT. IT PUTS IT ON TOP OF THREE ON CORNER 'C'. IN CORNER 'B' THE COUNTER ONE IS ALONE.
- WE PULL BACK AND DISCOVER THAT THE DOCTOR IS NOW COMPLETELY VISIBLE.
- THE DOCTOR (ITS BACK)
- DOCTOR WHO: There I was right!
- TOYMAKER: Make the last move Doctor.
- DOCTOR WHO: No. Not for a moment! Excuse me. I see that Dodo and Steven have found the Tardis. The moment they touched it your childish trick was broken. I am visible again.

(4 next)

J.A.

- 17 -

(77 on 1)

You are indeed.

TOYMAKER: (BLANDLY) Well done.
The three of you have won my
little game.

78. 4 B

MS DOCTOR W.
HOLD his rise
Let him go L.

DOCTOR WHO: I'm glad you take it
so calmly. And now if you'll
excuse me. I would like to go
and make sure that the Tardis is
all right.

79. 1 A

MS Blank wall

79A. 3 E

(s/imposed)
MS TOYMAKER
FADE OUT 3

(HE GETS UP AND
GOES TO THE WALL.
PART OF WHICH SLIDES
AWAY AND HE PASSES
THROUGH. THE WALL
CLOSES BEHIND HIM.

THE TOYMAKER RISES.
HE CLOSES THE SECRET-
AIRE. HE TURNS ROUND
AND FACES THE CAMERA
THEN VANISHES)

BREAK RECORDING

3 to H
1 to F
4 to E
2 to C

A to 3
C to 2

Strike triangles
5.6.7.8.9.10.11.12.13.

Set Robot

3F/G.A3.B3.1F/G.4E.

10. INT. OUTSIDE THE TARDIS.

80. 1 F

2-S. STEVEN, DODO

(STEVEN AND DODO
ARE FEELING THE TARDIS
AND TRYING THE DOOR)

DODO: Suppose it isn't the right
one?

STEVEN: It must be. Something
would have happened by now if it
wasn't. And listen.

DODO: What?

STEVEN: It's humming. Only the
real Tardis does that.

(3 next)

- 17 -

DODO: Are you sure the Toymaker
couldn't have made one of his a
humming one.

STEVEN: Why didn't he make the oth-
er ~~ones~~ do it.

PULL BACK to find DOCTOR WHO: (OOV) Well done,
DR. WHO in R. fgd. my boy. I'm glad you are starting
DODO crosses to to put logic into your guesses.
him.

(THEY BOTH TURN
ROUND. DODO
RUSHES TO THE
DOCTOR AND HUGS HIM) /

81. 3 F
2-S. DODO/DOCTOR

DODO: Doctor! You're safe.
You've won your game.

PAN THEM L.
to 3-S. with
STEVEN

DOCTOR WHO: Yes, yes ... Well now
it is time to be off.

(HE CROSSES AND
OPENS THE DOOR)

STEVEN: I can't wait to leave this
piece and I hope that I don't have to
play another "game" ever.

82. 1 F
MCU Robot Screen DOCTOR WHO: I don't think you'll
have to, my boy. /

82A 4 E
MCU TOYMAKER on
Screen

(ON THE SCREEN, MUSIC CUE 53
THE TOYMAKER APPEARS,
DELICATE AND
MAJESTIC)

PULL BACK to
let DOCTOR W.
in L.

TOYMAKER: I hope I do not
interrupt a council of war ... ?

DOCTOR WHO: Do not waste our
time in trivial formalities!
You have been defeated leave us
alone.

83. 3 F
2-S. STEVEN/DODO

DODO:

You know you must lose
in the end. /

84. 1 F
a/b

TOYMAKER: (LAUGHING) Only I can
win ... If I lose, the Doctor and
I go down together ... isn't that
so, Doctor ...

DOCTOR WHO: Don't start red
herrings, you charlatan!

TOYMAKER: Go on, young people ...
ask your elderly friend ... ask
him if he can win, completely ...

Let STEVEN in
L. to R.

STEVEN: Is it true, Doctor - ?
Are we bound to fail?

HOLD DOCTOR &
STEVEN

DOCTOR WHO: No! He is trying to
trick us into despair! Don't
listen to him!

TOYMAKER: Tell the truth,
Doctor! Hide nothing!

DODO in L.

DODO: You must tell us ...
we ought to know! /

85. 3 F
MCU DR. WHO

DOCTOR WHO: Very well ... I am
compelled to tell the truth.
Even though we have won there is
still a chance that the Toymaker
can drag us down in defeat,
with him ... unless ...

(1 next)

J.A.

(85 on 3)

STEVEN: Unless ... ?

DOCTOR WHO: It's a question of
timing.

86. 1 F
3-S. DODO/
DR. WHO/STEVEN

(On to page 28)

(3 next)

DODO: Do we have a chance to escape?

DOCTOR WHO: Yes - we have a chance. But we have to proceed carefully.

TOYMAKER: An impossible chance... !

WIDEN to see
Screen
Lose DODO

STEVEN: (ANGRILY) As long as we defeat you - that's all I care! You can't beat us now!

TOYMAKER: (VICIOUSLY) We shall see!

DOCTOR WHO: Well said, my boy ...

TOYMAKER: Well said ...? Does he know what he is saying? These adolescent expressions of loyalty! Before you make puerile promises, remember the past! Your little adventures! Remember my power!

(WE HOLD ON A CLOSE
SHOT OF STEVEN,
ANGRY)

87.

3

F

2-S. TOYMAKER/
STEVEN

STEVEN: Your power! We won through, didn't we?/

(THEY TURN SUDDENLY,
THE TOYMAKER STANDS
BEHIND THEM, IN THE MUSIC CUE 54
FLASH)

TOYMAKER: (QUIETLY OMINOUS)
Perhaps - but would you dare to go through those little adventures again... ?

STEVEN: (LUNGING AT THE TOYMAKER)
Not before I've laid hands on you-!

(1 next)

(87 on 3)

22

CLEAR 4 TO F

(THE TOYMAKER STANDS
QUITE STILL - BUT STEVEN
BEHAVES AS THOUGH HE
WAS BEING VIOLENTLY
MANHANDLED KNOCKED
BACKWARDS SWUNG
ROUGHLY ABOUT -
EVERY ATTACK ON
THE TOYMAKER
IS VIOLENTLY FOILED,
LEAVING STEVEN
BREATHLESS, WHILE
THE TOYMAKER CALMLY
WATCHES)

88.

1

F

3-S. DODO/DOCTOR/
STEVEN

DOCTOR WHO: Steven - it's no use!
Leave him!

DODO: (ALARMED) Steven...! Are
you all right.

STEVEN: (BREATHLESS) I can't touch
him - ?

89.

3

F

3-S. DODO/DOCTOR/
TOYMAKER

DOCTOR WHO: Because he is using
his mind to turn your own physical
energy against yourself...

Let STEVEN thru'
R. to L.

DOCTOR WHO: (HE WAVES THE OTHER TWO TO GO INTO
THE TARDIS) Go on. I'll deal with
him.

HOLD DOCTOR
& TOYMAKER

TOYMAKER:

I give you the opportunity of power
- to destroy - to corrupt -

SET TABLE AND CHAIR

Think of the exhilaration
... choose - serve me - and
live!

DOCTOR WHO: Never, You have
failed.

(1 next)

(89 on 3)

- 23 -

PAN DOCTOR to
Tardis

90. 1 F
MS TOYMAKER

CRAB R. & PULL BACK
with him to sit
chair R. End deep
shot over TOYMAKER
to Tardis door
in Pos. G.

3 to G

(HE STORMS INTO
THE TARDIS AND
SHUTS THE DOOR.)

THE TOYMAKER LAUGHS
GENTLY TO HIMSELF.

HE MOVES TO ONE
SIDE AND GOES AND
SITS DOWN ON A
CHAIR WHICH HAS
NOT BEEN NOTICED
BEFORE.

BESIDE IT IS THE
TRILOGIC TABLE
WITH THE PIECES
AS THE DOCTOR
LEFT THEM)

TOYMAKER: We shall see, old man,
we shall see.

DOCTOR enters

(AFTER A BRIEF PAUSE
THE DOCTOR COMES OUT
OF THE TARDIS.

HE IS FURIOUS)

DOCTOR WHO: What have you done!
How dare you meddle with my machine?

TOYMAKER: It isn't what I have
done, but what you haven't
You must finish the game. . . .
You cannot leave till
you have.

The DOCTOR moves
to fgd.

(THE DOCTOR CROSSES
TO THE TRILOGIC
GAME)

- , 23 -

(3 next)

(90 on 1)

- 24 -

DOCTOR WHO: Your infantile behaviour is beyond a joke. (HE PUTS OUT HIS HAND TO PICK UP COUNTER II. THEN HE FREEZES) No! No I mustn't! You nearly caught me. /

91. 3 G
MCU TOYMAKER

TOYMAKER: Make your move, Doctor, Make your move.

DOCTOR WHO: But... but if I do then this place vanishes.

92. 1 G
MCU DOCTOR

TOYMAKER: Yes. You will really have won. /

93. 3 G
a/b

DOCTOR WHO: But if this place vanishes then the Tardis, and the rest of us vanish with it! /

94. 1 G
MCU DOCTOR

Correct.
TOYMAKER: / That is the price of success. Make your last move, Doctor. / Make your last move. /

20.C2.4F.

11. INT. TARDIS.

95. 4 F
M.2-S. STEVEN/DODO

(STEVEN AND DODO ARE WAITING FOR THE DOCTOR) /

STEVEN: What can be keeping him.

DODO: Something the Toymaker has done to the Tardis. The Doctor has to get the Toymaker to let us go.

(2 next)

STEVEN: We won his games so we have the right to go. The Doctor said so.

- 24 -

(95 on 4)

DODO: Now I'm here, I don't mind.
I know I'm safe.

96. 2 C (THE DOCTOR COMES IN.)
3-S. DODO/STEVEN/DOCTOR HE IS LOOKING VERY
WORRIED.

HE CROSSES
STRAIGHT TO THE
CONTROL COLUMN AND
STARTS TO MAN-
IPULATE CERTAIN
CONTROLS.

THEN HE STOPS)

DOCTOR WHO: It's no use.

Lose DODO.
HOLD DOCTOR/STEVEN

STEVEN: What's happened? What has
he done?

DOCTOR WHO: By beating the Toy-
maker we shall destroy this world.

97. 4 F STEVEN: What's wrong with that!/
MS DODO.
PULL BACK with her
to end 3-S.

DODO: Surely that's a good thing.
This is really a very sad place.

DOCTOR WHO: Neither of you under-
stand. As soon as the games are
over and won by us, then everything
outside the TARDIS vanishes. And if we are
out there we vanish also. We
become nothing.

DODO: But we have won and it
hasn't happened yet.

DOCTOR WHO: It will the moment
I go out and

98. 2 C make the final
2-S. DOCTOR/STEVEN move of the Trilogic game.

STEVEN: Why doesn't he just let
us go? He can't want to be
destroyed.

(4 next)

(98 on 2)

- 26 -

99. 4 F
2-S. DOCTOR/DODO

DOCTOR WHO: He won't be.

DODO: If everything disappears
then why not him?

HOLD him fwd.

DOCTOR WHO: If he loses the game
then his world vanishes but he has
the power to build a new one.

DODO: How?

100. 2 C
MS STEVEN
HOLD him R. to DOCTOR

DOCTOR WHO: The Toymaker is imm-
ortal. He's not like you. He has
lasted for thousands of years, for
a longer time than you could imagine.
Very occasionally he loses one of
his games. Then he has to pay the
price./

STEVEN: And that price is the
loss of his world.

DOCTOR WHO: Yes. But he himself
is not destroyed. He goes on for
ever.

STEVEN: Then we can't leave.

DOCTOR WHO: There must be a way.

101. 4 F
MCU SCANNER

(THE DOCTOR TURNS ON /
THE SCANNER.)

101a. 3 G
MCU TOYMAKER on
Screen

WE SEE THE TOYMAKER
STILL SITTING THERE
BESIDE HIS TRILOGIC
BOARD SMILING BEATIFICALLY)

(on to page 34)

(3 next)

C. W.

- 27

3G.A3/or B3.

12. EXT. TARDIS:

102.

3 G

MCU TOYMAKER.

HOLD him to Tardis

(THE TOYMAKER GETS
UP AND CROSSES TO
THE TARDIS. HE
ADMIRES IT. HE
TRIES THE DOOR,
FINDS IT LOCKED
AND SMILES.

SUDDENLY OVER
THE MICROPHONES
COMES THE DOCTOR'S
VOICE)

O.O.V.

TOYMAKER: Let me have it, Doctor.
It would be such an amusing toy.

O.O.V.

TOYMAKER: Of course not. Be reasonable. If you make the final move in there then you can preset your controls and dematerialise at the same moment as my world vanishes. Then you'll get away.

O. O. V.

TOYMAKER: Of course I can. And I'm looking forward to that, I was rather tired of this one. But I'm a bad loser, Doctor. I always destroy the destroyer!

C.W.

(102 on 3)

DOCTOR WHO: ^{O.O.V.} /I will not come out there and make that move!

TOYMAKER: Then you will stay here forever.

2C.Cl.4F.

13. INT. TARDIS:

103	4	F	MS Scanner/DOCTOR	(THE DOCTOR IS / LOOKING FURIOUSLY UP AT THE SMILING FACE OF THE TOYMAKER ON THE SCANNER.
103a.	3	G		
			TOYMAKER on Scanner	

STEVEN COMES UP
TO HIM)

Let STEVEN in L.

STEVEN: Let me go out. I'll make the last move for you,

DOCTOR WHO: Nonsense, my boy. You don't want to disappear.

1 to F

STEVEN: At least you two could get away.

DOCTOR WHO: That's very noble and kind of you, but I absolutely forbid it. You have done more than enough in getting the Tardis back.

STEVEN: Something's got to be done and we can't just sit here and talk our way out of this place./

104. 2 C
 MCU DOCTOR

DOCTOR WHO: (SUDDENLY REALISING AND DELIGHTED) We can. That's just what we can do!

(3 next)

(104 on 2)

3F.A3/B3.1F.14. EXT. TARDIS.

105. 3 F (THE TOYMAKER /
~~MCU TOYMAKER~~ ~~IS STILL BE-~~
 SIDE THE TARDIS)

DOCTOR WHO: (VOICE ONLY) Listen
 to me. I will make the final
 move.

TOYMAKER: How sensible of you.

DOCTOR WHO: (V.O.) Go back to
 the Trilogic table.

106. 1 F (THE TOYMAKER MAKES /
~~MS TOYMAKER~~ A SLIGHT BOW AND
 crab R. with him DOES AS HE IS ASKED)
 back to table.

Are you ready?

/3 CRAB R. to G./

TOYMAKER: Whenever you are, Doctor.

DOCTOR WHO: Very well.

107. 2 C (HE PITCHES HIS
~~MCU DOCTOR~~ VOICE LIKE THE
 TOYMAKER DID
 WHEN HE MADE / INT. TARDIS
 THE PIECES MOVE)

Go to move one thousand and twenty-
 three. (cont.,..)

108. 1 F EXT. TARDIS
~~MCU TOYMAKER~~

(THE TOYMAKER IS SLIGHTLY
 SURPRISED AND LOOKS
 QUICKLY AT THE BOARD)

109. 3 F
~~MCU Table top~~

(1 next)

(109 on 3)

110. 1 F ABSOLUTELY NOTHING
MCU TOYMAKER HAPPENS. / HE ROARS
WITH LAUGHTER.

111. 2 C THEN WE HEAR
MCU DOCTOR THE DOCTOR AS
HIMSELF AND
MOST COMMANDING) /

INT. TARDIS

DOCTOR WHO: (cont) Go to move
One thousand and twenty-three.

TELECINE SEQUENCE "W"

112. 1 F
MCU TOYMAKER

(THE COUNTER
MARKED 1 SLOWLY
LIFTS ITSELF
UP AND MOVES ACROSS /
TO JOIN THE
OTHERS IN THE
PILE ON THE CORNER
'C'.

THE TOYMAKER ROARS
WITH RAGE AT THE
SAME TIME. ALSO
DURING THIS WE
HEAR THE SOUND
OF THE TARDIS
DEMATERIALIZING.

MIX TO:

113. 3
MCU COSMOS CAPTION.
TRACK IN to CU

THE SCREEN GOES
COMPLETELY BLANK
AND THEN MIXES
THROUGH TO A /
PHOTO CAPTION OF
THE COSMOS.

WE THEN SLOWLY
MIX THROUGH TO :

MIX:2C.C1.4F.15. INT. TARDIS:/TARDIS NOISE /

114. 4 F
MCU Scanner

(DODO AND STEVEN /
ARE CONGRATULATING
THE DOCTOR EVERYONE
IS BEAMING)

114a. 3
COSMOS CAPTION on
scanner.

PULL BACK TO
3-S. DODO/STEVEN/
DOCTOR

- 30 -

(2 next)

(114 on 4
114a on 3)

DODO: You did it! You did it!
We've got away!

115. & C

MCU DOCTOR

STEVEN: Well done, Doctor, but
how was it done? /

DOCTOR WHO: Your idea my boy,
your idea. When the Toymaker
wanted to move the pieces he just
told them to move in a certain tone
of voice - and they moved by
themselves.

DODO: But you had to do it twice.

DR. WHO: Ah well - the first time
didn't work because I used my own
voice. /

116. 4 F

Tight 3-S.

STEVEN/DODO/DOCTOR

DODO: I don't see?

STEVEN: I do. The Toymaker wasn't
playing.

DR. WHO: Exactly, my boy. I had to
imitate the Toymaker's voice to
make them obey me; and they did!

DODO: We'll never meet him again,
will we, Doctor?

HOLD DOCTOR fwd.

DR. WHO: Don't speak too soon, my
child. The mind is indestructable
and so is the Toymaker.

STEVEN/DODO to L.

STEVEN: Do you mean he can never
be destroyed?

DODO: But you defeated him!

(2 next)

DR. WHO: This time, yes. But there
will be other meetings ... in another
time.

DODO: Then your battle with him
will never end?

DR. WHO: That's right. Now let's
cheer up after all we did win
didn't we?

(116 on 4)

DODO:
celebrate with these

Let's

HOLD DODO to
DOCTOR
Lose STEVEN

(SHE HOLDS UP
CYRILS GRUBBY
BAG OF SWEETS)

DOCTOR WHO: Where did you get those.

DODO: They're Cyril's sweets he
gave them to me just before the
race game./

117. 2 C
3-S. DOCTOR/
DODO/STEVEN

STEVEN: I should throw them away.
I only told you to take them so
that he wouldn't go on about them
and delay the game even more.

DODO: All right.

DOCTOR WHO: Wait a moment. Let
me see them.

118. 4 F
MCU DOCTOR

(SHE GIVE HIM
THE BAG./ HE
OPENS IT AND
TAKES ONE OUT)

Hmm Interesting a last present from
the Toymaker ... I wonder ...

119. 2 C
2-S. DODO/STEVEN

(HE PUTS ONE IN HIS
MOUTH. AFTER A
FLEETING MOMENT
HE LETS OUT A
CRY OF AGONY.

STEVEN AND DODO
TURN TO HIM WITH
PANIC)

120. 4 F
CU DOCTOR

DODO: Doctor, whats wrong?/

FADE OUT

F.I. CAM

SUPOSE SLIDE Caption:

'Next Episode: "Holiday for the Doctor"'

FADE OUT

F.I. ROLLER:

FADE OUT

F.I. SLIDE Captions:

FADE SOUND AND VISION.